HARBINGER PROFILE SHEET

Harbinger's Name:

Player Name:

Race:

Deity:

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Points

Ka Rating:

Ka Points:

Command Value:

Armor Rating:

Weapons

Armor

Ka Powers

Defy Fate: By spending a Ka, the player may re-roll any of his own die rolls.

Fearless: The Harbinger never Routs, and need never make a Discipline Save.

Aura Of Command : Warriors must Discipline Save to engage Harbinger in Melee. The Harbinger's warriors within 12" receive +1 on Rout Saves.

Background

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CHARACTER PROFILE SHEET

Name: | Point Value:

Character	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Spells & Powers

Great Deeds

Name: | Point Value:

Character	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Spells & Powers

Great Deeds

Name: | Point Value:

Character	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Spells & Powers

Great Deeds

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UNIT PROFILE SHEET

Unit: | Point Value:

#	Race	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Equipment

Unit: | Point Value:

#	Race	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Equipment

Unit: | Point Value:

#	Race	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Equipment

Unit: | Point Value:

#	Race	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc

Damage Modifier: | Armor Rating:

Weapons & Armor

Equipment

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- QUICK REFERENCE -

TURN SEQUENCE

1. COMMAND PHASE

Each player places his own Command Counters.

2. INITIATIVE PHASE

Each player rolls 1D10 and adds their Command Value. (Command Value is the Harbringer's Discipline Rating + Ka Rating.)

Difference	Edge Units
1–5	1 Unit
6–9	2 Units
10+	3 Units

3. EDGE BONUS ACTIVATION PHASE

Player who won the Edge activates the number Units determined by the chart in Phase 2 (above). Units may be his own or his opponent's.

4. SECOND PLAYER ACTIVATION PHASE

Player activates one unit, either one of his own or one of his opponent's units.

5. EDGE PLAYER ACTIVATION PHASE

Player activates one unit, either one of his own or one of his opponent's units.

6. ADDITIONAL UNIT ACTIVATION PHASE

Repeat Phases 4 and 5 until all units have been activated.

7. RALLY PHASE

Players may attempt to rally routing units by making a Discipline Save. Rallied units become Disordered are turned around to face the enemy.

MOVE ORDERS

ADVANCE

Unit advances directly forward up to its Move Value. The unit may shift up to 1" to the right or left.

Character advances up to its Move Value within its frontal 90-degree zone.

FAST ADVANCE

Unit must be in Column Formation to Fast Advance. Unit must move at least its Move Value and may advance up to twice its Move Value. Value. The unit may s hift up to 1" to the right or left.

Character must move at least its Move Value and may advance up to twice its Move Value within its frontal 90-degree zone.

TURN LEFT

Unit wheels up to its Move Value.

Character moves its Move Value within its left 90-degree zone.

TURN RIGHT (see Turn Left)

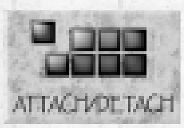
CHARGE

Unit charges forward up to twice its Move Value, to a target within its frontal 90-degree zone. The charging unit receives the Charge Bonus in melee. A unit that fails to reach its target must make a Discipline Save, failure results in Disorder.

Character charges up to twice its Move Value within its frontal 90-degree zone. The charging Character receives the Charge Bonus in melee.

FALL BACK

Units and Characters move directly backwards up to their Move Value –1". To Fall Back from melee combat the unit must make a Discipline Save, failure results in a Rout. Enemy units (with an unplayed Command Counter) in base-to-base contact can attack or pursue.



ATTACH/ DETACH

Character may move and attach to a unit that has already played its Command Counter. Character may not move and attach to a unit with an unplayed Command Counter that is anything but Hold. Detaching characters may move their full Move Value away from the unit. Once engaged in melee, a Character cannot Attach or Detach.

MELEE COMBAT

MELEE TEST

1. Base 6 + defender's Defend Rating – attacker's Attack Rating = Target Number
2. Roll 1D10
3. A roll *equal to* or *greater than* the Target Number = Hit

ATTACK RATING MODIFIERS

Unit Charging	+1
Unit Set For Charge	+1
Flank Attack	+1
Rear Attack	+2

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WRAP AROUND

A unit may wrap around unengaged models (equal to its Move Value) at the beginning of its Activation Phase, on the Turn following the initial Turn of combat.

SPECIAL MELEE NOTES

- Flank Attack: After a charging unit attacks, the defending unit must make an IMMEDIATE Discipline Save or be Disordered.
- Rear Attack: Defending unit may not use their shields. After charging unit attacks, the defending unit must make an IMMEDIATE Rout Save, at –1 penalty, or flee.
- Set For Charge: Defending unit with hafted weapons strikes first (out of sequence) before charging unit.
- Counter-Charge: Both units receive +1 Charge Bonus.
- Column Formation: A column MUST make a Rout Save after an opponent's attack rolls the first Turn of melee (regardless of casualties.) A column engaged in melee receives a penalty of –1 to all Discipline Saves.
- Fall Back: Attacking unit with an unplayed Command Card may attack the unit falling back, receiving a +1 bonus to its Attack Rating. Defending models may not use their shields.

Universal Test Table

The Test is simply illustrated in the chart below. The attacker's Rating (shown on the left) is compared to the defender's Rating (shown along the top). The resulting Target Number is shown in the center, where their two columns intersect.

Defender's Rating

Attacker's Rating	1	2	3	4	5	6	7	8	9	10
1	6	7	8	9	10	10	10	10	10	10
2	5	6	7	8	9	10	10	10	10	10
3	4	5	6	7	8	9	10	10	10	10
4	3	4	5	6	7	8	9	10	10	10
5	2	3	4	5	6	7	8	9	10	10
6	1	2	3	4	5	6	7	8	9	10
7	1	1	2	3	4	5	6	7	8	9
8	1	1	1	2	3	4	5	6	7	8
9	1	1	1	1	2	3	4	5	6	7
10	1	1	1	1	1	2	3	4	5	6

Target Numbers, required to roll *equal to* or *greater than* on a d10.

MISSILE COMBAT

MISSILE TEST

1. Base 6 + Range Difficulty – attacker's Missile Rating = Target Number
2. Roll 1D10
3. A roll *equal to* or *greater than* the Target Number = Hit

Range	Short	Medium	Long
Difficulty	3	5	7

MISSILE TEST MODIFIERS

(modifiers are applied to Range Difficulty)

Attack is a Fire of Opportunity	+1
Firing from Chariot at Fast Advance speed	+1
Target is Character at Med. or Long Range	+1
Target is moving at a speed of 10" or more	+1
Target is moving at a speed of 20" or more	+2
Target is flying at Ground Level	+1
Target is flying at Soaring Level	+2
Target behind Soft Cover	+2
Target behind Hard Cover	+4
Target is a Unit in Tortoise Formation	+Disc Rating.

(Note: Units in the Tortoise formation do NOT gain benefit of their shields on their Armor Save if hit.)

SAVES

ARMOR SAVE

1. Defender's Armor Rating – attacker's Damage Modifier = Armor Save
2. Roll 1D10
3. A roll *equal to* or *less than* the Armor Save = Success

ROUT SAVE

1 Discipline Rating = Target Number
2. Roll 1D10
3. A roll *equal to* or *less than* the Target Number = Success

ROUT SAVE MODIFIERS

Unit Disordered	-2
Unit charged in rear	-1
Unit in Column Formation	-1
Block Unit, each full rank	+1 (max +3)

ROUT SAVE TRIGGERS

- A unit suffers 25% casualties.
- A unit suffers 50% casualties.
- After 50% losses, Save each casualty thereafter, -1 penalty.
- Unit charged in the rear.

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